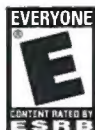


XBOX

LIVE

ONLINE ENABLED

Ford RACING 3



© 2005 Take-Two Interactive Software, Inc. 2K Games, the 2K Games logo, Take-Two Interactive Software and the Take-Two Company logo are all trademarks of Take-Two Interactive Software, Inc. © 2004 Empire Interactive Europe Ltd. Interactive game developed by Razorworks, a studio of Empire Interactive Europe Ltd. Ford Oval, Ford Racing and nameplates are registered trademarks owned and licensed by Ford Motor Company. Empire and "E" are either trademarks or registered trademarks of Empire Interactive Europe Ltd. in the UK, Europe, US and/or other countries. All other trademarks and trade names are the properties of their respective owners. All rights reserved. Dolby and the double-D symbol are trademarks of Dolby Laboratories. Microsoft, Xbox, Xbox Live, the Live Logos and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.



SAFETY INFORMATION

ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CONTENTS

STARTING UP	2
CONTROLS	3
GETTING STARTED	4
THE GAME SCREEN.....	7
GAME TYPES	8
RACE TYPES	8
DRIVER RATING	9
OPTIONS MENU	9
XBOX LIVE™	10
CREDITS	11
WARRANTY	12
CUSTOMER SUPPORT.....	13

Thank you for purchasing **FORD RACING 3** software designed for use with the Xbox® Video Game System. Please read this manual carefully before playing the game. Especially those sections that cover operating instructions and safety considerations

STARTING UP

Xbox Live

Take FORD RACING 3 Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

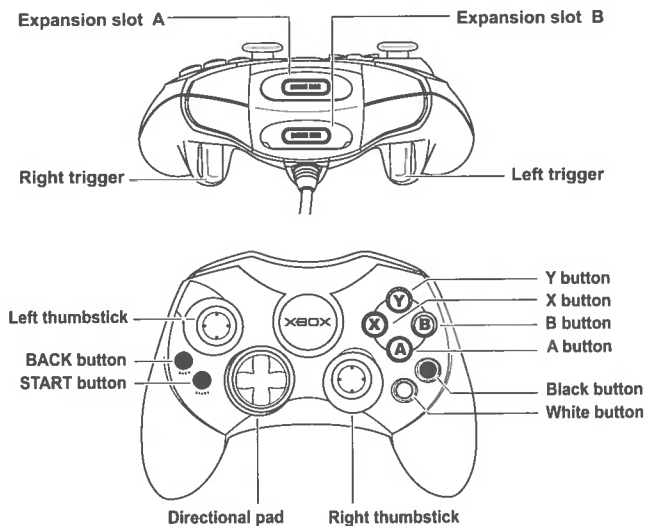
Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

DEFAULT CONTROLS

FORD RACING 3 can be played using either the Xbox® Controller or Steering Wheel Controllers. All control setups outlined below are default configurations; button configuration can be changed in the Options menu.

USING THE XBOX® CONTROLLER



Button	In-game	Menu
Directional pad	Steer	Change menu item
Left thumbstick (left / right)	Steer	Menu left / right
Left thumbstick (up / down)	-	Menu up / down
Right trigger	Accelerate	-
Left trigger	Brake / Reverse	-
X button	Shift up	Special function
A button	Shift down	Accept
B button	Handbrake	Back
Y button	Boost (used with 'Boost' and 'Racing Line' Race Types)	Xbox Live™ options
Right thumbstick (down)	Rear view	-
Black button	Change view	-
START button	Pause game	Accept
BACK button	-	Back

STEERING WHEEL CONTROLLER

Button	In-game	Menu
Directional pad	-	Change menu item
Steering wheel	Steer	Menu left / right
Accelerator pedal	Accelerate	-
Brake pedal	Brake / Reverse	-
X button	Shift down	Special function
A button	Shift up	Accept
B button	Handbrake	Back
Y button	Boost (used with 'Boost' and 'Racing Line' Race Types)	Xbox Live™ options
Black button	Rear view	-
White button	Change view	-
START button	Pause game	Accept
BACK button	-	Back

GETTING STARTED

Welcome to **Ford Racing 3!** This game puts you in the driving seat of a wide range of real Ford vehicles, from world-changing legends like the Model T to future classics like the spectacular new 2005 Ford Mustang GT.

As well as road-going classic and modern cars we've also included rugged off-road trucks, famous cars from the movies and amazing concept vehicles like the Mustang GT-R Concept.

DRIVER PROFILE MENU

Your Driver Profile contains your progress, best lap times and various other statistics. When the game is started up you will see the Driver Profile menu.

The three items in this menu are the three available Driver Profiles. Select an empty slot to create a new Driver Profile or choose a Driver Profile to continue an existing game.

You can overwrite an existing Driver Profile by highlighting it and pressing the **Y** button.



MAIN MENU

When you have established your Driver Profile you will see the Main menu:

QUICK RACE – a one-off race with no rewards

SINGLE PLAYER – this is the main section of the game and allows new Vehicles, Tracks and Race Types to be won

MULTIPLAYER – race in split screen against a human opponent using Vehicles, Tracks and Race Types that have been won in Single Player

OPTIONS – adjust controller and game settings: see the Options Menu section of this manual for full details

Xbox Live™ SIGN IN – Sign into the Xbox Live™ Service

Note: during Multiplayer games on a standard (4:3) TV, the screen is split showing Player One at the top and Player Two at the bottom. On a widescreen (16:9) TV, the screen is split showing Player One on the left and Player Two on the right.

SINGLE PLAYER MENU

Entering the Single Player section of the game brings up the Single Player menu:

FORD COMPETITION – compete in 14 different Competitions to win Trophies, Vehicles, Race Types and Tracks; see the Game Types section of this manual for full details

FORD CHALLENGE – complete Challenges to win new Vehicles, Tracks and Race Types; see the Game Types section of this manual for full details

FORD COLLECTION – complete Collection races to win trophies; see the Game Types section of this manual for full details

DRIVER DETAILS – view statistics, records and trophies for the current driver

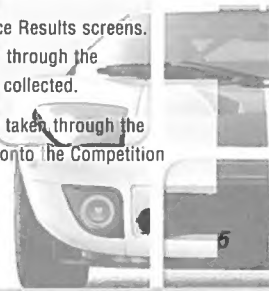
RACE SETUP MENUS

If you choose **FORD COMPETITION** then you are taken to the Competition Selection screen. Here you can choose to enter one of the available Competitions. Selecting a Competition takes you to the Competition Overview screen. This screen displays the selected Competition's details and allows you to enter that Competition.

The Vehicle Select screen is next. Here you can choose the vehicle that you wish to use in the Competition. You are now taken through the Competition and Round Introduction screens.

After you have competed in a round you are taken through the Race Results screens. These screens display your round result and your overall progress through the Competition. At the end of each round, Race Types and Tracks are collected.

When you have competed in all of the Competition rounds you are taken through the Competition Results screens and then, if you have done well, it is onto the Competition Rewards screens where your prizes get unlocked!



If you choose **FORD CHALLENGE** then Race Setup consists of two screens: challenge Theme Select and Challenge Select. You cannot change your vehicle type in Challenge races. When you have chosen a Challenge then you enter the Pre-Race menu.

If you choose **FORD COLLECTION** then Race Setup consists of three screens: Race Type Select, Vehicle Select and finally Track Select.

Race Type Select allows you to choose the type of race you want to take part in; see the Race Types section of this manual for full details.

Vehicle Select allows you to choose the vehicle theme and then the vehicle you want to race, many vehicles have 4 alternate colour schemes that you can choose between by pressing the **Y** button. Vehicle statistics are also shown on this screen:

Speed – the maximum straight-line speed that the vehicle is capable of

Handling – how easy the vehicle is to control and how well it gets round corners

Acceleration – how quickly the vehicle accelerates from rest to maximum speed

Weight – how heavy the vehicle is (and how resilient it is to impacts with other vehicles!)

Track Select – allows you to choose the track theme and then the track you race on, note that your choice of vehicle may determine what track you can choose: road cars cannot drive on off-road tracks and off-road vehicles can drive anywhere!

When you have made your choices in these screens then the last screen you see before entering the race is the Pre-Race menu.

PRE-RACE MENU

Challenge games and certain Race Types only allow you to adjust DIFFICULTY in the Pre-Race menu, but Collection races may allow you to adjust some extra items:

LAPS – choose the number of laps in the race from **1** to **9**

OPPONENTS – choose the number of opponent vehicles from **1** to **5**

OPPONENT VEHICLES – choose the type of opponent vehicles between **MIX** (a mix of vehicle types) and **MATCH** (the same vehicle as yours)

DIFFICULTY – adjust the difficulty setting between **EASY**, **MEDIUM** and **HARD**

LET'S RACE! – choose this to start the race!



THE GAME SCREEN

You can switch between three different views during the race by pressing the Black button; Bumper View gives you the maximum sensation of speed and the two Chase Views give you a detached perspective view from behind your vehicle.



Note: the above is for modern vehicles in Standard races. Different vehicles and Race Types may have elements that are modified, added or removed.

Race Action Icons appear on screen when the player performs certain driving maneuvers. The icons measure and record the duration/distance a maneuver has been performed for. The icons display the session's best result in brackets alongside the current score. The best ever results are recorded in the records section of the player's driver details.

There are three types of Race Action Icons:



Drift Icon – measures the distance the vehicle has drifted for.



Wheel Spin Icon – measures the number of seconds the vehicle has wheel spun for.



Air Icon – measures the distance the vehicle has been off the ground for.

PAUSE MENU

Press the **START** button at any time during a race to pause the game and view the Pause menu:

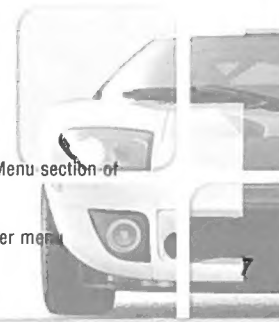
CONTINUE – return to the race

RESTART – restart the current race

RACE RULES – an overview of the current race's rules

OPTIONS – adjust display and audio settings: see the Options Menu section of this manual

END RACE – retire from the current race and go to the Race Over menu



RACE OVER MENU

At the end of every race, you will see a breakdown of your results and you may be awarded new Vehicles, Tracks, Race Types or Trophies. The Race Over menu appears after this and consists of the following:

VIEW REPLAY – view a replay of the race

RETRY – retry the race

EXIT – exit to the Race Setup menus

GAME TYPES

FORD RACING 3 features three different Game Types: **FORD COMPETITION**, **FORD CHALLENGE**, and **FORD COLLECTION**.

FORD COMPETITION consists of 14 uniquely themed competitions that when won unlock Competition Cups, Vehicles, Tracks and Race Types.

FORD CHALLENGE consists of a series of pre-determined races and driving challenges that, when won, open the challenge's Vehicle, Track and Race Type for your **FORD COLLECTION**.

FORD COLLECTION allows you to use the Vehicles, Tracks and Race Types that you have won in the **FORD CHALLENGE** and **FORD COMPETITION** games, to create your own races.

RACE TYPES

Ford Racing 3 features 11 different Race Types that are collected as you complete Ford Challenge and Ford Competition games:

STANDARD – a race for first place against 1 to 5 opponents over 1 to 9 laps

ELIMINATION – a race against 5 opponents over 3 laps, the last two vehicles are knocked out on each of the first two laps, the final lap is a head to head race to the finish!

DUEL – a 3 lap race in which you have to duel against 5 challengers in succession; winning each lap starts the next with a new set of opponents

DRAFTING – you must get behind your opponent and follow them closely without touching them, the drafting bar on the screen decreases as you follow your opponent but increases if you hit them

DRIVING SKILLS – there are gates positioned around the track and each gate you successfully pass through adds 1 second to a countdown; you must complete one lap before the countdown ends

SECONDS OUT – collect the required number of bonuses from around the track, while completing a lap of the track within the stated time limit

RACING LINE – your opponents have more power than you; use your boost to keep up with them. Charge your boost by driving on the racing line

BOOST – you get two boosts per lap; use them wisely!

RELAY – get the baton around the track three times to win. How quickly can you transfer the baton?

OVERTAKE – overtake the required number of vehicles before the time runs out. Hit them and you will receive a time penalty!

Note: only STANDARD, ELIMINATION, BOOST, and RELAY races are available in Multiplayer.

DRIVER RATING

Successfully completing **FORD CHALLENGES** and **FORD COMPETITIONS** earns you Driver Rating points. The more driver rating points you have, the better your Driver Rating will be. To achieve the top ranking of **FORD LEGEND**, you must complete all of the **FORD CHALLENGES** on hard and come first in all of the **FORD COMPETITIONS**.

OPTIONS MENU

The Options menu allows you to adjust game settings to suit your needs:

GAME

GEARS – choose **MANUAL** transmission for extra control over acceleration and engine braking

AUDIO

ENGINE / EFFECTS – adjust the volume of the sound effects and engine sounds in both the game and the menus

SPEECH – adjust the volume of the speech in both the game and the menus

MENU MUSIC – adjust the volume of the music in the menus

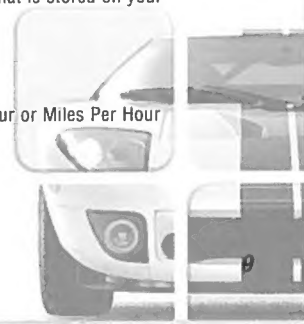
RACE MUSIC – adjust the volume of the music in the game

SOUNDTRACK – choose either the game soundtrack or music that is stored on your Xbox® console

DISPLAY

SPEED UNITS – change the speed readout to Kilometers Per Hour or Miles Per Hour

TRACK MAP – turn the in-game track map **ON** or **OFF**



CONTROLS

The Control options appear after you have chosen either **PLAYER 1** or **PLAYER 2**.

For Xbox® Controller:

BUTTON CONFIGURATION – choose between different preset button configurations

VIBRATION – turn the Xbox® Controller vibration feature **ON** or **OFF**

For Steering Wheel Controllers:

BUTTON CONFIGURATION – choose between different preset button configurations

FORCE FEEDBACK – turn the force feedback feature **ON** or **OFF**

STRENGTH – set the level of force feedback

CREDITS

Choose this option to view the game credits.

XBOX LIVE™

You can use Xbox Live™ to race up to 5 other players online, as well as to upload your lap records and compare yourself to the best players in the world. Selecting the MULTIPLAYER option followed by the Xbox Live™ option will take you to the Xbox Live™ Main menu (if you are not signed in then it will take you through the sign in sequence first).

XBOX LIVE™ MAIN MENU OPTIONS

QUICKMATCH – search for any active game that is available to be joined

OPTIMATCH – set search parameters before searching for active a game

CREATE GAME – create a game session that other players can join

SCOREBOARDS – view your lap times and online ranking points on the world leader boards

ONLINE RANKING POINTS

Online ranking points are used to rank players on a world leader board. The more online ranking points the player has the higher they are ranked. Each player starts off with an online ranking of zero. Players earn ranking points by competing in and winning races on the Xbox Live™ service. At the end of a race, the number of points awarded to the player depends on their finishing position and the number of drivers they beat. Players earn bonus points for beating drivers with a higher online rank than themselves.

CREDITS

RAZORWORKS

Production

Kevin Bezant, Steve Hart

Design

Terry Watts

Art

James Morris, Dan Zelcs, Matt Nightingale, Mika Valimaa, Simon Davies, Gavin Clark, Steven Crow, Marco Segers, Paul Amesbury, Andy Debus, Kam Chana, Rick Nath

Programming

Todd Gibbs, Dave Proctor, Dave Lomas, Jeff Sheard, Graham Blackwood, Konstantinos Pataridis, Dan Clarke, Mark Petty, Ioannis Venetsanopoulos, Jason Turner

Office Management

Lisa Hill

Art Support

Alive Interactive

QA Support

Gavin Clark, Richard Hughes

Music Production

Muddy Funkers, Paul Stroud, Tim Follin

Additional Sound Design

Sam Toms, Richard Jacques, Greg Hill - Soundwave Concepts

Casting and Voice Production

Philip Morris at AllintheGame Ltd

Voice Cast

Tina Stewart, Steffan Boje

German Voice Director

Aletta Lohmeyer

TAKE 2 LICENSING

NYC Production Team

Christoph Hartmann
Susan Lewis
Mike Cala
Larry Conti
Jennifer Kolbe
Daniel Einzig
Phil Mikkelsen
Kristine Severson
Peggy Yu
Matt Schlosberg
Jason Bergman
Eric Duncan
Adam Fenton
Sandeep Bisla
Dylan Bromley

Los Angeles Production Team

General Manager

Bill Gross

Marketing Director

Jean Raymond

Sr. Brand Manager

Jim Atkiss

AV Producer/Editor

David Saperstein

Graphic Artist

Fernando Munoz

Production Artist

Marti Maimoni

Leads:

Jimi Doss, Emerson Dibley, Michael Chang

Testers:

Luc DeSchepper, TJ Clark, Hanyan Zhang, Kristin Kerwitz, Michael Huang, Bianca Olson, David Barksdale, Kevin Faubert, Michael Nehme, Mariano Merino, Darryl Seldon, Drew Rogers

EMPIRE INTERACTIVE

Head of Internal Development

Simon Prytherch

Producer Support

Steve Metcalf

QA Manager

Dave Cleaveley

Assistant QA Manager

Steve Frazer

Lead Tester

Mark Jones

Testers

Olivier Banal, Philip Octave, Ryan Kalis,

Darren T Bennett

Group Development Director

Dr David Pringle

Head of Future Products

Roger Cheung

Marketing

Mark Cook, Paul Benjamin, Doug Johns

Production

A J Bond

Packaging: Artwork and Design

Jayshree Mistry, Tom Hodge, Rob Cubbon

Empire USA

Jimmy Lamorticelli, Tricia Gray, Tadasu

Hasegawa, Yuko Hayashi

Empire Europe

Philippe Dao (France);

Stephanie Mueller, Mark Wardenga (Germany);

Laura Maestri (Italy);

Alison Ryan (Spain)

Special thanks to

The Beanstalk Group, Mark Kloczek

WARRANTY AND SUPPORT

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH 2K GAMES, INC. ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to \$100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof;
- (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one console at the same time;
- (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);
- (f) use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;
- (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
- (h) Remove or modify any proprietary notices or labels contained on or within the Software; and
- (i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace,

free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES. You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect to this Agreement, in addition to any other available remedies.

INDEMNITY. You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING
2K GAMES, INC., 575 BROADWAY, NEW YORK, NY 10012.

© 2005 Take-Two Interactive Software, Inc. 2K Games, the 2K Games logo, Take-Two Interactive Software and the Take-Two Company logo are all trademarks of Take-Two Interactive Software, Inc. © 2004 Empire Interactive Europe Ltd. Interactive game developed by Razorworks, a studio of Empire Interactive Europe Ltd. Ford Oval, Ford Racing and nameplates are registered trademarks owned and licensed by Ford Motor Company. Empire and "E" are either trademarks or registered trademarks of Empire Interactive Europe Ltd. in the UK, Europe, US and/or other countries. All other trademarks and trade names are the properties of their respective owners. All rights reserved. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

TECHNICAL SUPPORT

For technical support, please contact our Technical Support Email: www.take2games.com/support
2K Games, Inc. 575 Broadway, New York, NY 10012

ESRB RATING

This product has been rated by the entertainment software ratings board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

NOTES

